THALASSOPHOBE (Byte-Off 2020 Demo)

Thalassophobe: An individual who fears the empty vastness of the sea, convinced of the nightmares that dwell below in the crushing darkness of the unfathomable depths...

STORY

Eons ago, Life on this world began in the oceans. As life tends to be, it was compelled to expand beyond its given realm, eventually leaving the cold depths to explore the dry land and open skies above.

But why?

Why was life compelled to leave the water? Hunger? Boredom? Mere curiosity? Perhaps something even more primitive?

Fear?

And yet, the void from which Life escaped eternally beckons it back, even to its own destruction in an environment that it has long since lost all adaptation for surviving in. The call of the void is deafening in its silence, maddening in its persistence, transcending space and time itself.

Thousands of years have passed since humanity heeded the call of a different void, leaving their depleted and devestated homeworld to explore a vastness that was never theirs, the infinite Space beyond the sky, seeking worlds that never beckoned them, continuing the same compulsion the has been with Life since the beginning. The call of the void of their own world continues to terrify them as they meander through the Universe.

Except for one lone explorer...

A sole wanderer, seeking to understand the mysteries of existence, has realized the ultimate truth about Life. Humanity's flight was an act of cowardice from the beginning, the species' inability to conquer fear through curiosity costing it eons of progress. Now, this wondering soul has returned to the homeworld determined to discover the source of Void's voice. Upon returning, it is discovered that the Void has conquered most of the planet and strengthened its voice. It beckons. It calls. It pleads. From high above the surface, the wanderer knows what must be done and descends through sky and into the black depths, mobilized in an organically engineered submersible vehicle known as a *Thalassopod*. Designed to survive the known factors of depth and darkness, its design will be proven by its ability to survive the unknown variables of an equation long since unbalanced by Fear…

HOW TO PLAY

"Thalassophobe" is designed for play on the **Nintendo Entertainment System™** (or compatible emulation software). Navigate the treacherous depths of a distant future Earth's oceans in a *Thalassopod*, a highly advanced submersible vehicle made from organic technology that mimics the form and function of biological lifeforms. Control the *Thalassopod* using the D-Pad on your controller to maneuver up, down, left, and right. Fire your primary weapon using the B-Button. You begin the game with 3 lives. When you lose your last life, the game will return to the title sequence. There is no way to earn additional lives.

DEVELOPER NOTES

This game is an incomplete demo and is thus rife with bugs and missing design elements (i.e. death animations, tile collision for the player weapon, etc.). The demo has NO audio implemented, so the silence is expected (unfortunately). It does contain a complete gameplay loop, but the player will need to follow specific instructions at key points in order play the demo to completion.

1. Move right upon starting the game. There was intended to be an animation sequence here that automatically set the level in motion.

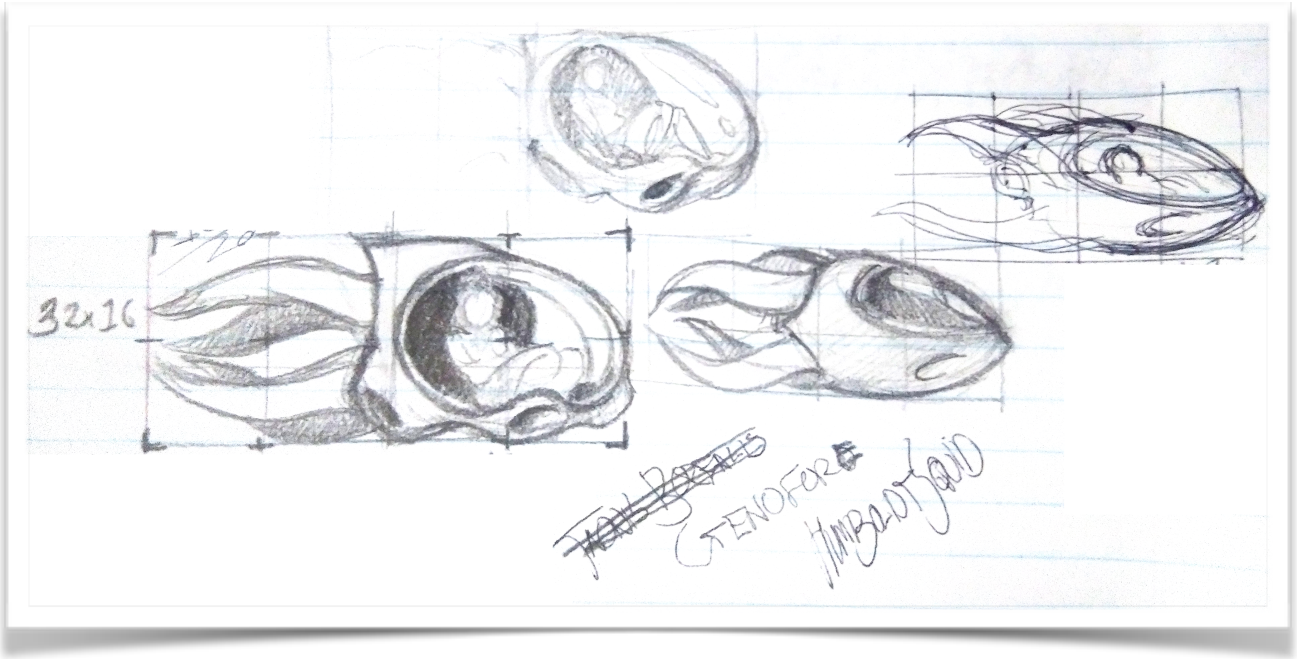
2. There is a known bug with enemies sometimes vanishing.

3. There is a known bug with the player's weapon sometimes not working.

4. If the screen stops scrolling, and it looks like there's a passage ahead, move through the passage to continue.

5. The final "boss" in the demo is a large bristleworm. The intent was for the player to kill it and the passage forward would open. Unfortunately, at present, you simply have to shoot the mermaid statue on the far right side of the screen several times to open the passage, at which point scrolling will resume and the demo will warp to a "Game Over" screen.

6. There are no checkpoints in the demo, but it can be completed, I promise.



Game made with NESMaker v4.5.6.

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